

# Execution time speedup over serial kernel scheduling

Block size:

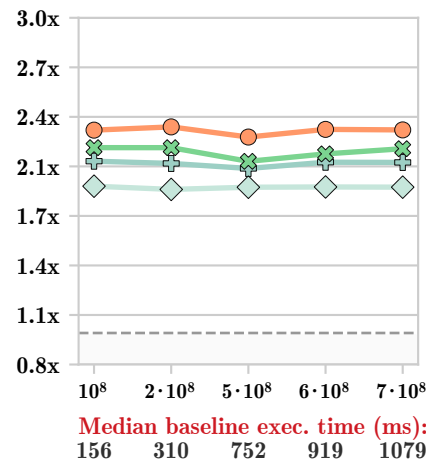
● 1D=32, 2D=8

✕ 1D=128, 2D=8

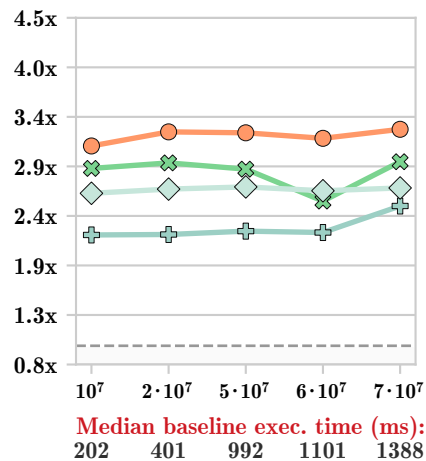
◆ 1D=256, 2D=8

+ 1D=1024, 2D=8

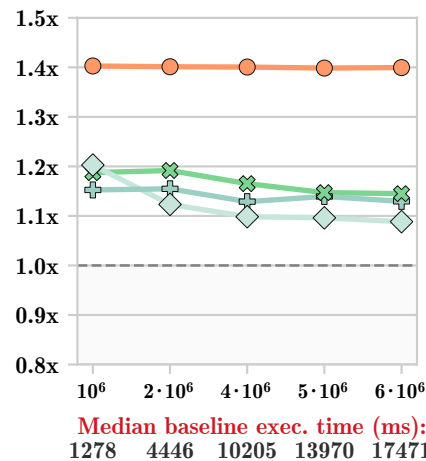
## Vector Squares



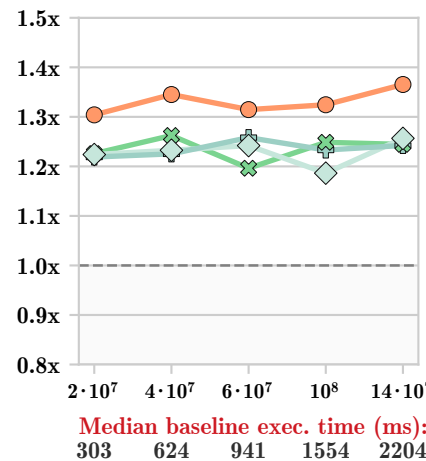
## B&S



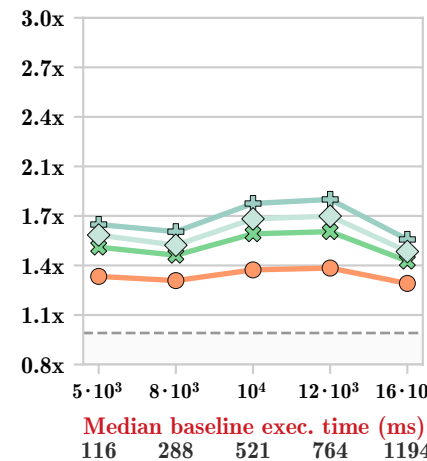
## ML Ensemble



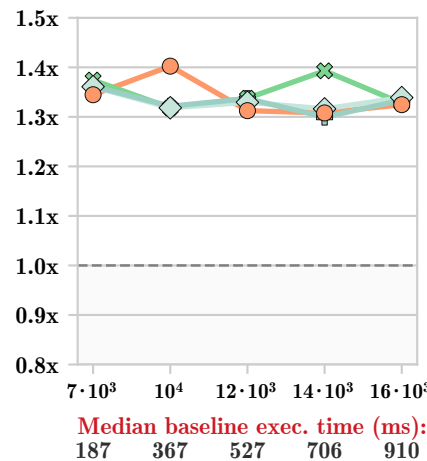
## HITS



## Images



## DL



Input number of elements